Tales of Eternia™

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PRECAUTIONS

This disc contains game software for the PSP™ (PlayStation®Portable) system. Never use this disc on any other system, as it could damage it. Read the PSP™ system Instruction Manual carefully to ensure correct usage. Do not leave the disc near heat sources or in direct sunlight or excessive moisture. Do not use cracked or deformed discs or discs that have been repaired with adhesives as this could lead to malfunction.

Push down one side of the disc as shown and gently pull upwards to remove it. Using excess force to remove the disc may result in damage.

Place the disc as shown, gently pressing downwards until it clicks into place. Storing the disc incorrectly may result in damage.

HEALTH WARNING

Always play in a well lit environment. Take regular breaks, 15 minutes every hour. Avoid playing when tired or suffering from lack of sleep. Some individuals are sensitive to flashing or flickering lights or geometric shapes and patterns, may have an undetected epileptic condition and may experience epileptic seizures when watching television or playing videogames. Consult your doctor before playing videogames if you have an epileptic condition and immediately should you experience any of the following symptoms whilst playing: dizziness, altered vision, muscle twitching, other involuntary movement, loss of awareness, confusion and/or convulsions.

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PARENTAL CONTROL

This PSP™ (PlayStation®Portable) Game software has a preset Parental Control Level based on its content. You can set the Parental Control Level on the PSP™ system to restrict the playback of a PSP™Game with a Parental Control Level that is higher than the level set on the PSP™ system. For more information, please refer to the PSP™ system Instruction Manual.

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The PEGI age-rating system protects minors from games unsuitable for their particular age group. PLEASE NOTE it is not a guide to gaming difficulty.
Comprising two parts, PEGI allows parents and those purchasing games for children to make an informed choice appropriate to the age of the intended player. The first part is an age rating:-

The second is icons indicating the type of content in the game. Depending on the game, there may be a number of such icons. The age-rating of the game reflects the intensity of this content. The icons are:-

VIOLENCE | BAD LANGUAGE | FEAR | SEXUAL CONTENT | DRUGS | DISCRIMINATION

For further information visit http://www.pegi.info

PARENTAL CONTROL LEVEL

This game is classified according to the PEGI rating system. The PEGI rating marks and content descriptors are displayed on the game package (except where, by law, another rating system applies). The relationship between the PEGI rating system and the Parental Control Level is as follows:

PARENTAL CONTROL LEVEL	PEGI RATING AGE GROUP
9	18+
7	16+
5	12+
3	7+
2	3+

ENGLISH 3

FRANÇAIS 14

ITALIANO 26

ESPAÑOL 38

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SETTING UP

Set up the PSP™ system according to the instructions in its instruction manual. Turn the PSP™ system on and the POWER indicator will light up green. The Home Menu will be displayed. Press the OPEN latch to open the disc cover. Insert the TALES OF ETERNIA disc with the label side facing the rear of the PSP™ system and then securely close the disc cover.

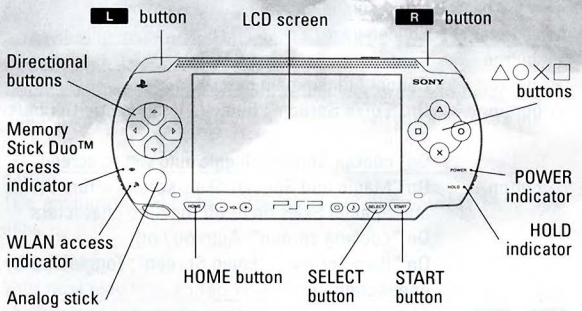
Select the icon from the Home Menu and then select the icon. An image of the software will be displayed. Select the image and press the × button to commence loading.

PLEASE NOTE: the information in this manual was correct at the time of going to print, but some minor changes may have been made late in the product's development. All screenshots for this manual have been taken from the English version of this product, and some screenshots might have been taken from pre-completion screens that differ slightly from those in the finished product.

MEMORY STICK DUO™

To save game settings and progress, insert a Memory Stick Duo™ into the Memory Stick Duo™ slot of the PSP™ system. Saved game data can be loaded from the same Memory Stick Duo™ or any Memory Stick Duo™ containing previously saved game data.

GAME CONTROLS



> Title Screen

A soft reset back to the title screen can be performed by pressing the L button, R button, START button and SELECT buttons at the same time.

←→↑↓ buttons	Select
× button	Confirm
○ button	Cancel

> Field Controls

←→↑↓ buttons / Analog stick	Move character
× button	Search / enter town or Dungeon
△ button	Open main menu screen
□ button	Open travel menu
L / R	Rotate camera
START button	Toggle navigation map and compass display
SELECT button	View a hint skit

You can return to the Menu by pressing L, R, SELECT and START.

> Town and Dungeon controls

× button	Talk / search - During a dialogue press × to skip text
□ button + ←→↑↓ buttons	Change character's direction
○ button	Run
L button	Fire freeze ring
R button	Fire sorcery ring

> Main Menu Controls

The main menu screen controls are as follows.

←→↑↓ buttons	Move cursor / Change character
Analog stick ↑↓	Change page / Speed up cursor movements in lists
○ button	Confirm
× button	Cancel / Close main menu
△ button	On "Equip Screen": Remove equipment / Optimum equip On "cooking screen": Toggle auto setting screen
□ button	On "Magic and Special Skills screen": Turn magic and Special Skills on or off for Auto chatacters On "cooking screen": Auto on / off On "Item Screen", "Equip Screen": Toggle display of description
L / R	Change category / Change character

> Battle controls

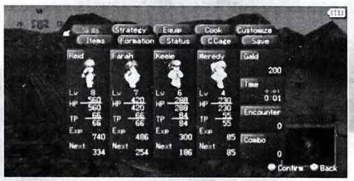
Character Controls

Controlling a character during battle is as follows. These controls only apply when a character is set to Semi-Auto.

←→ buttons	Move left and right
←←→→ buttons	Dash
←→ buttons (hold down)	Run away
△ button	Open battle menu
□ button + ↑↓ buttons	Zoom in / out
□ button + ←→ buttons	Scroll the screen
START button	Pause / resume battle
Orders	↑ All Jump ↓ Regroup ←→ Change formation
× button	Normal attack (can be combined with directional buttons)
○ button	Special Skills (can be combined with directional buttons)
□ button	Defend
L button	Use shortcut
R button + ←→↑↓ buttons	Change target
START button	Change battle mode

SCREENS & MENUS DESCRIPTIONS

> Magic and Special Skills



• Commands

These commands allow various settings or orders to be changed. Highlight a command with the directional buttons and press the × button to select it.

• Gald

The amount of Gald (the currency of Eternia) you currently possess.

• Play Time

Your total play time so far. Yellow indicates the time since the last save or load operation.

• Encounters
The number of battles you have fought.

• Max Hits
The largest combo you have performed in battle.

• Simple Status
Displays each character's current status. The details of each category are as follows.

Lv	Current level: a representation of overall strength.
HP	Hit points, reduced by taking damage.
TP	Technical point: required to use techniques or magic.
Exp	The total amount of experience earned so far.
Next	The amount of experience required to reach the next level.

> *Strategy, Equip and Cooking Menus*

• Command – Strategy
This command allows you to determine the battle strategy employed by characters set to Auto under "Magic and Techniques." Highlight a strategy name with the cursor and press the ○ button to enter that menu and alter the strategy.

• Strategy Bar
Each battle action pattern can be set to one of five levels.

Common to all characters	Attack Rate	Frequency of attacks
Reid only	Slice TP	Frequency of slice techniques
	Thrust TP	Frequency of thrust techniques
Farah only	Punch TP	Frequency of punch techniques
	Kick TP	Frequency of kick techniques
Common to all other characters	Battle TP	Frequency of battle techniques / magic
	Recovery TP	Frequency of healing techniques / magic

• Command – Equip
Equip items. There are five types of item that can be equipped: weapon, body, shield / arm, head and accessory. First select a location and then the item to equip to it.

• Command – Cooking
Ingredients can be combined by cooking. The dishes produced have various beneficial effects, such as recovering HP. However, before you can cook a dish you need to learn the recipe from a Wonder Chef. Seek out the Wonder Chefs and learn as many recipes as you can.

• Cooking
First highlight the dish you wish to cook, then highlight who you wish to have make the dish and complete the cooking to receive whatever effects that dish has.

Check "Required Ingredients" for the number "Used / Held".

• Auto Cooking
Setting auto cooking allows a dish to be made automatically after battle.

• Cooking Proficiency
Cooking does not always succeed. Although it may sometimes fail, continuously cooking with the same character will improve their proficiency and reduce their overall number of failures.

> *Customize, Item and Formation Menus*

• Command – Items
Use items that you are carrying. There are seven categories of item which can be moved through with the L and R buttons.

Displayed in green	A newly acquired item
○	An item that can be used
×	An item that cannot be used
E	An item that can be equipped
B	An item for use in battle

New	Newly acquired items
Tools	Items for healing or other such purposes
Weapons	Items that are currently equipped are not displayed
Armour	Items that are currently equipped are not displayed
Accessories	Items that are currently equipped are not displayed
Ingredients	Use the "Cooking" command to use them in recipes
Key Items	Highly valuable items obtained from events and major characters

• Quick Equip
Items marked with an E can be equipped, and can also be equipped from here rather than using the "Equip" command. After selecting the item, select the character who will equip it.

• Command – Formation
Alter the formation of the characters in battle.

• Settings
You can record up to three different formations of characters. First select a formation with the × button, and then use ←→↑↓ buttons to highlight a character and press the × button again.

• Swap

Swap the positions of two characters.

The changes you make in formation here will effect the main menu screen and battles, with the first four characters from the left taking part in battle. The character on the far left is the player character, and will be under player control.

> *Status Parameters Menu*

The following is a description of each of the parameters displayed under status:

Name	Character's name
Title	Current title
Strength	Physical strength. Affects attack power.
Slice	Reid only / Combined slice attack power of Reid and equipped weapon
Thrust	Reid only / Combined thrust attack power of Reid and equipped weapon
Fist	Farah only / Combined fist attack power of Farah and equipped weapon
Kick	Farah only / Combined kick attack power of Farah and equipped weapon
Attack	All aside from Reid and Farah / Combined attack power of character and equipped weapon
Defence	Combined defence of character and equipped armour
Luck	Luckiness: has various effects, including in battle
Dodge	Ability to avoid enemy attacks
Accuracy	Ability to hit enemies
Lv	Current level: a representation of overall strength
HP	Hit points: bottom value is maximum and top value is current
TP	Technical points: Bottom value is maximum and top value is current
Equipment	Shows currently equipped weapon and armour
Slice level	Reid only / Slice attack level. Affects learning of new techniques

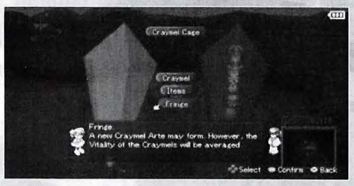
Thrust level	Reid only / Thrust attack level. Affects learning of new techniques
Fist level	Farah only / Fist attack level. Affects learning of new techniques
Kick level	Farah only / Kick attack level. Affects learning of new techniques
Magic Power	Only characters with magic / Level of magic power

> *C Cage*

A C Cage (Craymel Cage) is a cage into which a spirit called a Craymel can be placed. The only way to learn new magic is to place a Craymel into a C Cage.

• Craymel

The Craymel command allows you to check the parameters of the Craymel within the cage or move them around.



• Craymel Parameters

1. Power Bar	Magic power: using magic associated with this Craymel in battle will increase this bar, and a summons can be used once it is full.
2. Lv	The Craymel's level: increases by earning experience.
3. Exp	The Craymel's experience: increased by using magic associated with this Craymel during battle, and earning enough will raise the Craymel's level.
4. Magic	The different colours denote the status of each magic spell. Blue / With icon: Not a high enough level to learn yet Blue / No icon: Level is high enough, but is in the same C Cage Red / Learnt, but is in the same C Cage Yellow / Can be learnt by performing a Fringe White / A usable spell Grey / Insufficient level, and also in the same C Cage

• Item

Use an item on a Craymel Cage to raise a Craymel's magic power or for some other beneficial effect.

• Summons

A summons calls forth a mighty Craymel from within a Craymel Cage. To use a summons, a Craymel's magic power bar must be full. Summons appear in the format " ★ Undine" on the "Magic and Techniques" screen, and the magic power bar can be viewed in their description window. Note that using a summons will greatly reduce the magic power bar.

• Fringing

This command creates a new magic spell. The magic created depends upon the combination of Craymels and their levels.

> Notes for Performing Fringing

- The basis of Fringe is when Craymel in the two C Cages react together to create a new magic spell.
- Even if you only have one Craymel, performing a Fringe may sometimes produce magic.
- Altering the combination of Craymels or raising their level may produce magic.
- Once you have 3 or more Craymels, there will be 2 or more in a single C Cage, meaning you may need to move Craymels around to be able to use certain magic. Experiment with various different combinations.

• Innate Magic

Performing a Fringe can also produce "Innate Magic". Innate Magic are Craymel abilities which are always in effect during battle, and their names are marked with a "+" sign. (E.g. + Mental Charge).

Innate Magic offer many different effects, such as resistance to poison, and using a character with Innate Magic in battle will extend those effects to the entire party.

> Battle screen

• Rules of Battle

Defeat all of the enemies on the screen to win the battle. If all of your party members are defeated it is Game Over.

• Battle Results Screen

Winning a battle will award you Experience and Gald, and sometimes even items. You will also receive an Experience bonus depending upon your maximum number of hits during the battle, so aim for large combos.

1. Max Hit	The largest number of hits you performed in the battle
2. Exp	The amount of Experience awarded for the battle
3. Gald	The amount of Gald awarded for the battle
4. Bonus	An Experience bonus based upon the maximum number of hits
5. Time	The time from the start to the end of the battle
6. Avg	Your average time for all battles so far
7 Pts	An evaluation of your performance on a 100 point scale

WARRANTY

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Simply go to www.ubi.com/uk/ and visit the UBISOFT Frequently Asked Questions first!

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If for any reason you do not find the answer to your question, you can click on the Ask a question link in the FAQ to send us an email, ensuring that we get all the important information on your system and your problem so we can answer correctly the first time.

Make sure to include all information on your system, your problem, and the game you are playing.

If you do not have internet access, our support representatives can assist you from 9:00 am until 7:00pm, Monday – Friday (excluding Bank Holidays) on Telephone: 0905-482-0109 calls cost 30p per minute. Please be at your system when calling UBISOFT for support.

HINTS & TIPS

Looking for cheats to go up to the next level? Call us for Hints and Tips Telephone Number: 0906 643 0200, available hours 9.00 am until 7.00 pm Monday – Friday (excluding Bank Holidays) to speak to one of our representatives. Calls cost £1.50 per minute, please ask permission from the person who pays the phone bill.

NOTES

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Ελλάδα *Εθνική Χρέωση	**801 11 92000***
España Tarifa nacional	**902 102 102**
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Italia Lun/Ven 8:00 - 18:30 e Sab 8:00 - 13:00: 11,88 centesimi di euro + IVA al minuto Festivi: 4,75 centesimi di euro + IVA al minuto. Telefoni cellulari secondo il piano tariffario prescelto	**199 116 266**
Malta Local Rate.	**23 436300**
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Norge 0.55 NOK i startavgift og deretter 0.39 NOK pr. Minutt **support@no.playstation.com** Man-fredag 15-21; Lør-søndag 12-15	**81 55 09 70**
Österreich *(0,116 Euro/Minute)	**0820 44 45 40***
Россия	**+7 (095) 238-3632**
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UK National rate. Calls may be recorded for training purposes	**08705 99 88 77**

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Tales of Eternia

- Dynamic real-time combat where you can combine hundreds of powerful spells and enchanted weapons.
- Discover the Eternia universe, where the surfaces of two worlds meet, in breathtaking 2D graphics.
- 60 hours of gameplay & tons of mini-games.

Suivez les aventures extraordinaires de deux amis, Reid et Farah, dans le légendaire RPG Tales of Eternia™

- Associez des centaines de sorts puissants à des armes magiques dans des combats en temps réel époustouflants.
- Découvrez l'univers d'Eternia, où deux mondes se côtoient, dans un environnement 2D à couper le souffle.
- Plus de 60 heures de jeu et des tonnes de mini-jeux.

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Segui le incredibili avventure di due amici, Reid e Farah, nel leggendario RPG Tales Of Eternia™

- Combattimenti dinamici in tempo reale, dove potrai combinare centinaia di potenti incantesimi e armi magiche.
- Scopri l'universo di Eternia, punto di congiunzione di due mondi, in una fantastica grafica 2D.
- 60 ore di gioco e un'infinità di mini-giochi.

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- Dinámicos combates en tiempo real donde puedes combinar centenares de poderosos conjuros y armas encantadas.
- Descubre el universo de Eternia, donde se juntan las superficies de dos mundos, en impresionantes gráficos 2D.
- 60 horas de juego y un sinfín de minijuegos.

JUEGO EN INGLÉS, MANUAL EN ESPAÑOL

12+ ™

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1 Player

Memory Stick Duo

400 KB Minimum

ATTENTION
Chez certaines personnes, l'utilisation de ce jeu nécessite des précautions d'emploi particulières qui seront détaillées dans la notice ci-jointe.

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PSP™

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